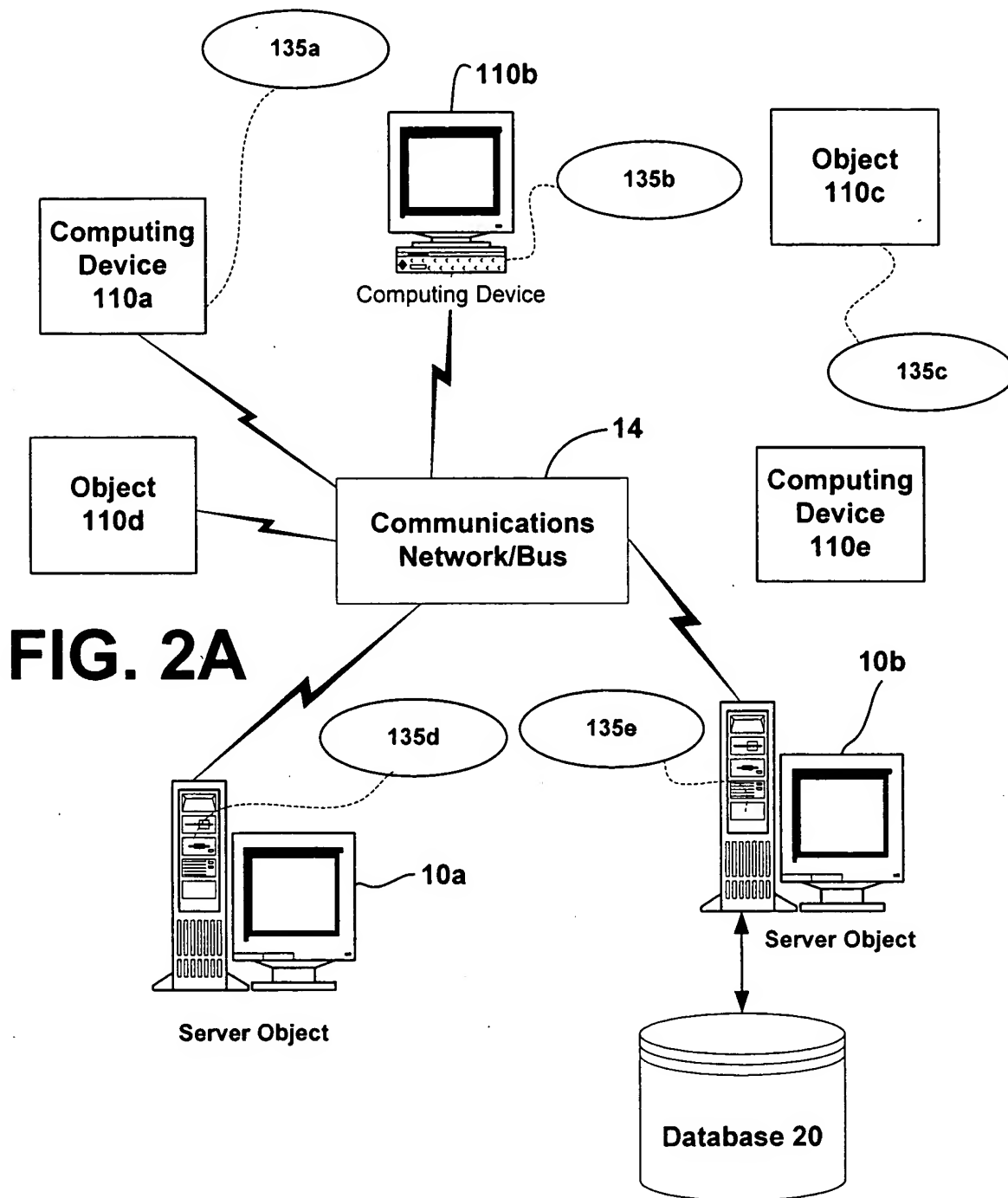
**FIG. 1 – Prior Art**



Computing Environment 100

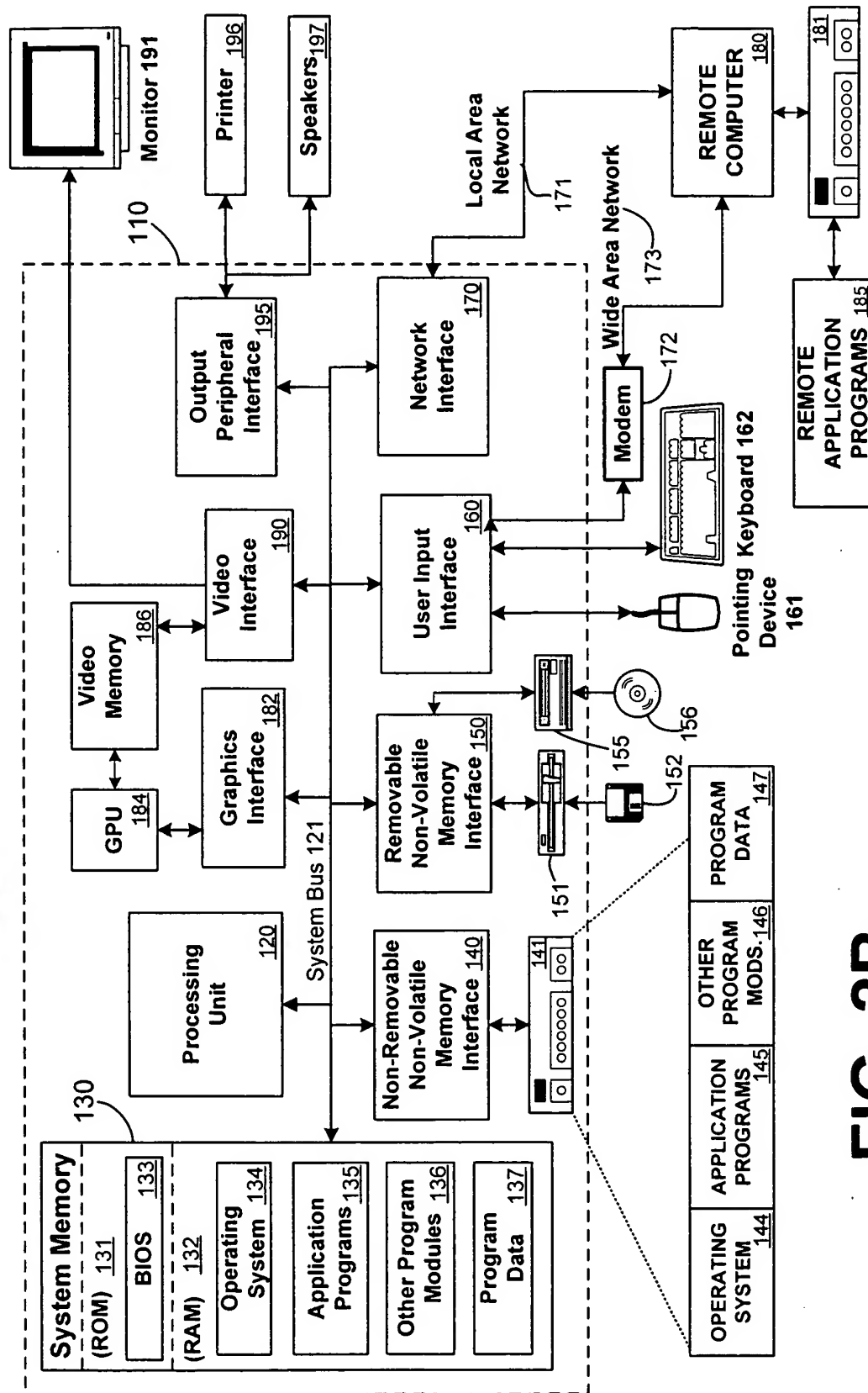


FIG. 2B

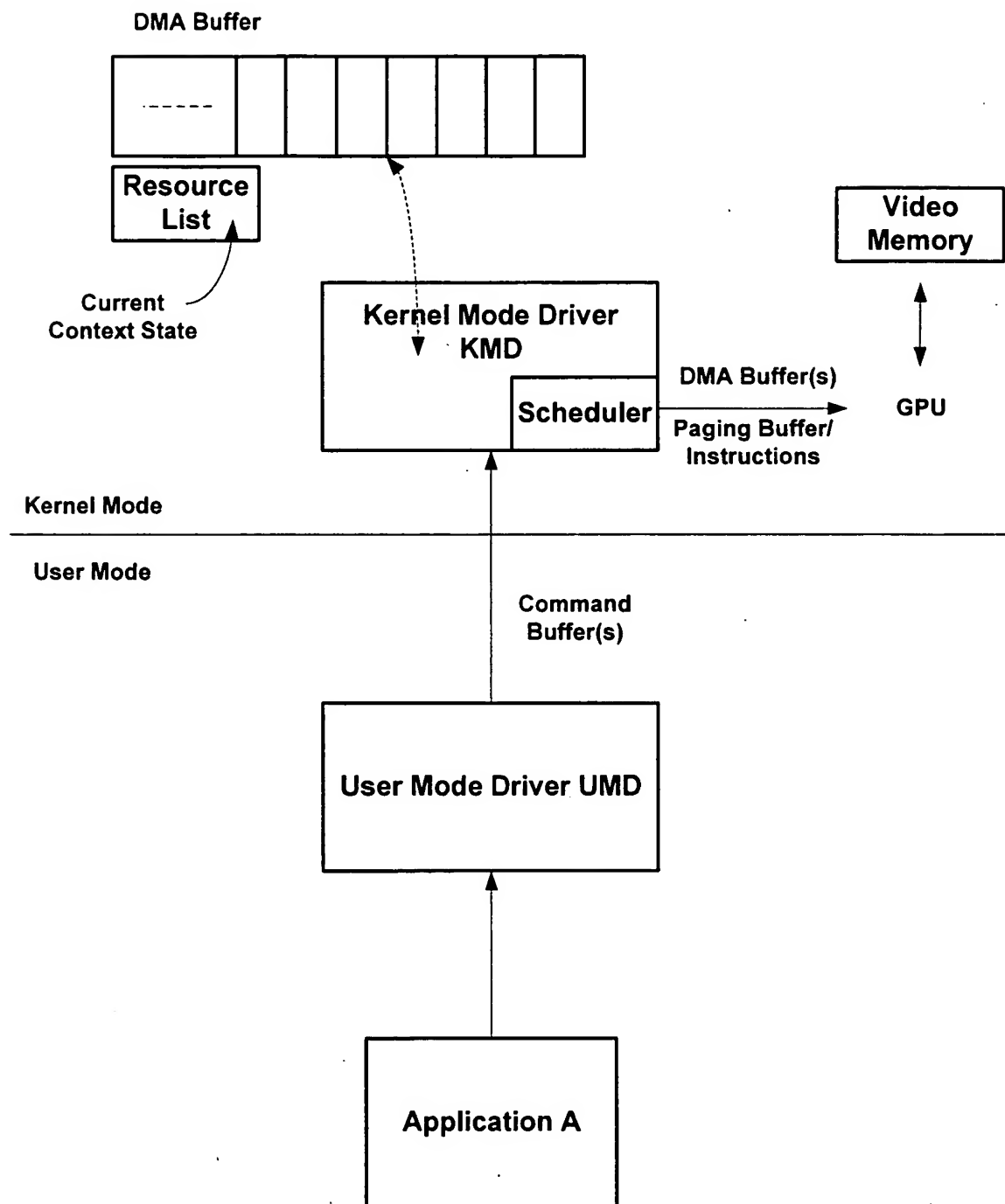
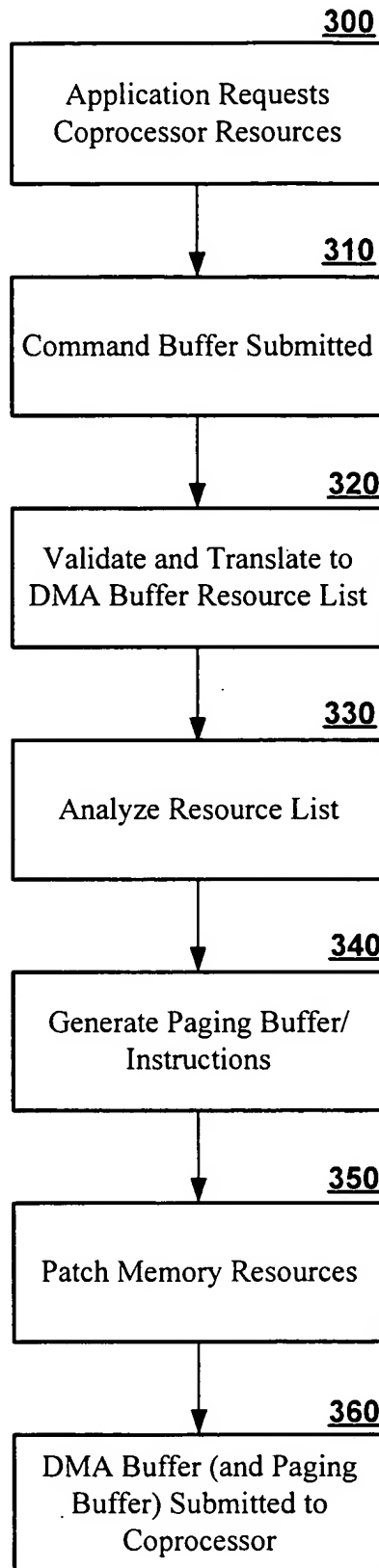
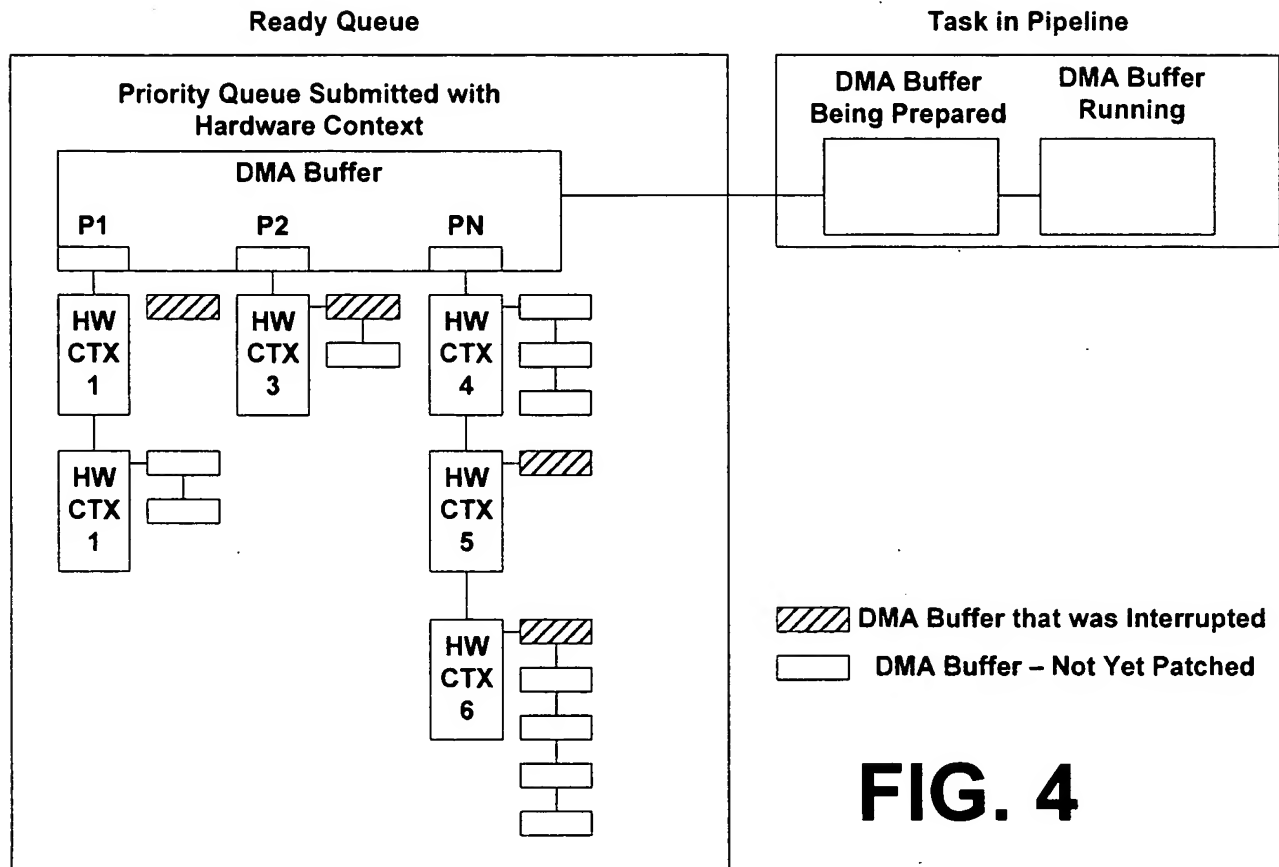
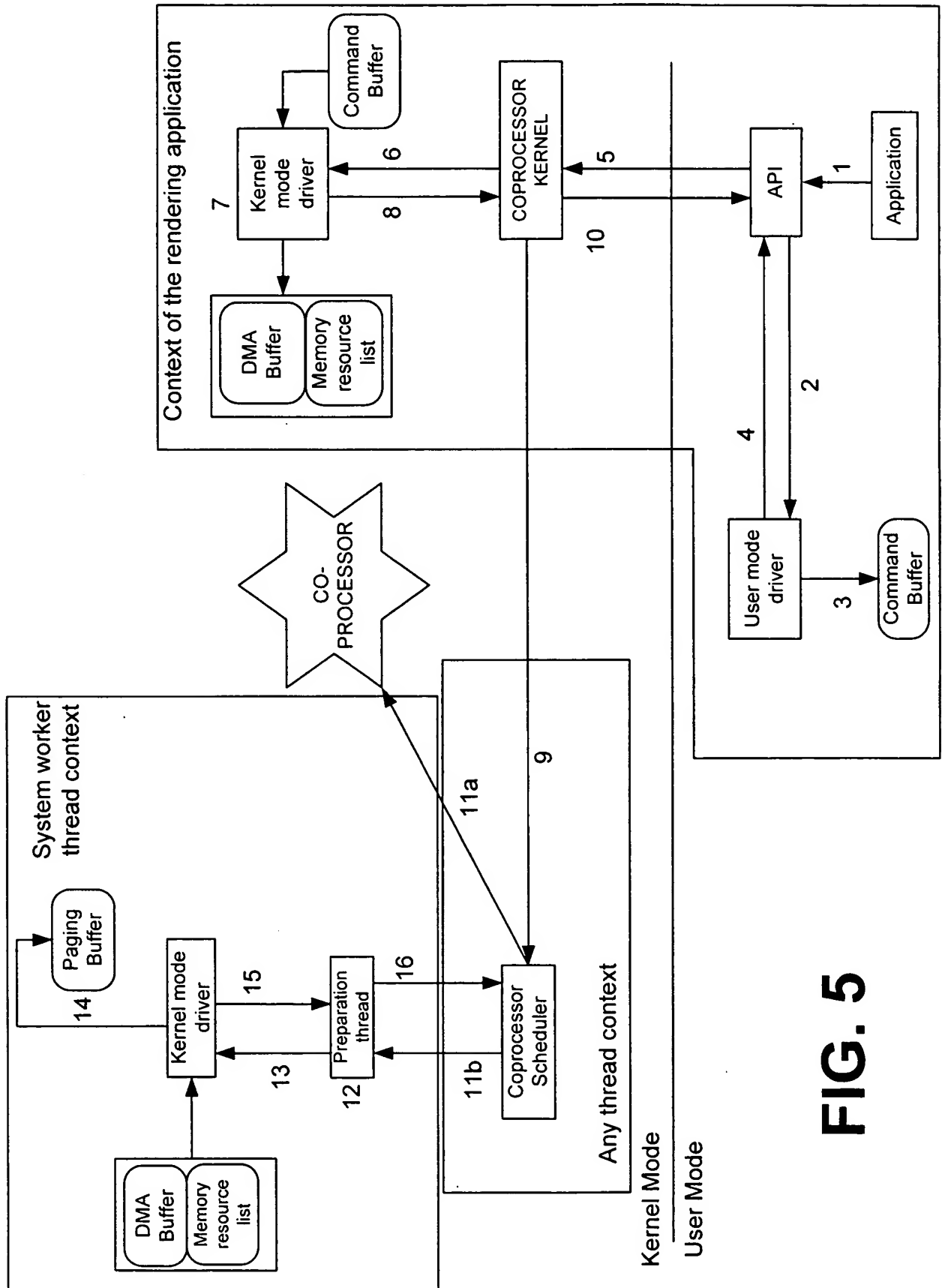


FIG. 3A

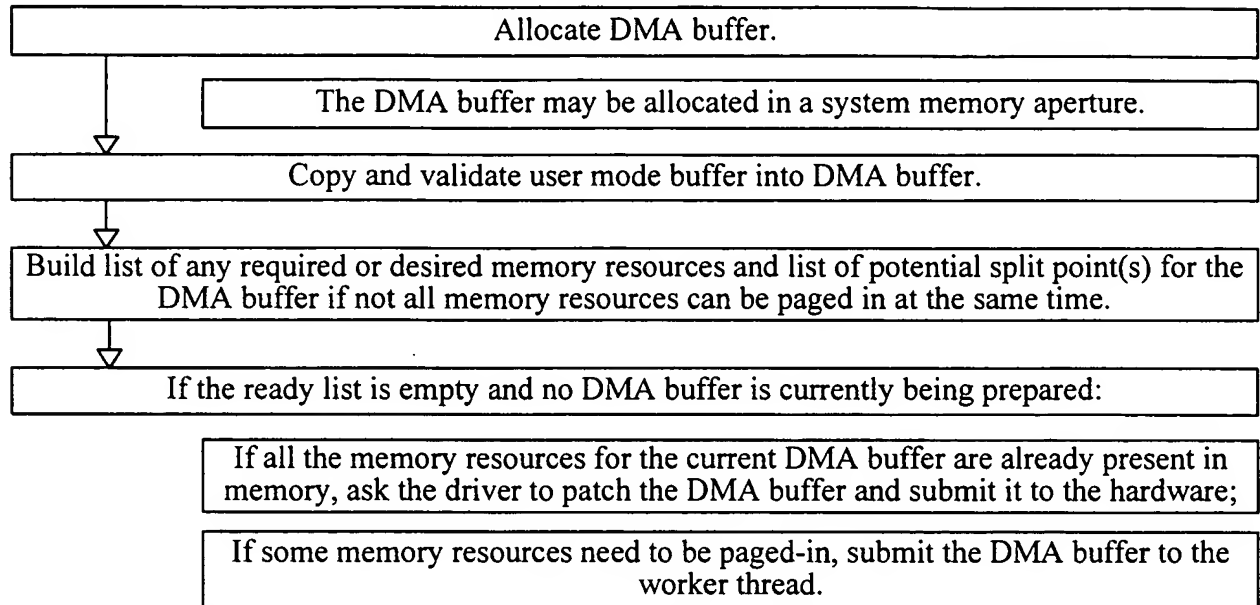
**FIG. 3B**



**FIG. 5**

Exemplary algorithm

PROCESS A: Submit (irq passive, rendering thread context)



PROCESS B: Quantum expires (irq device, any thread context)

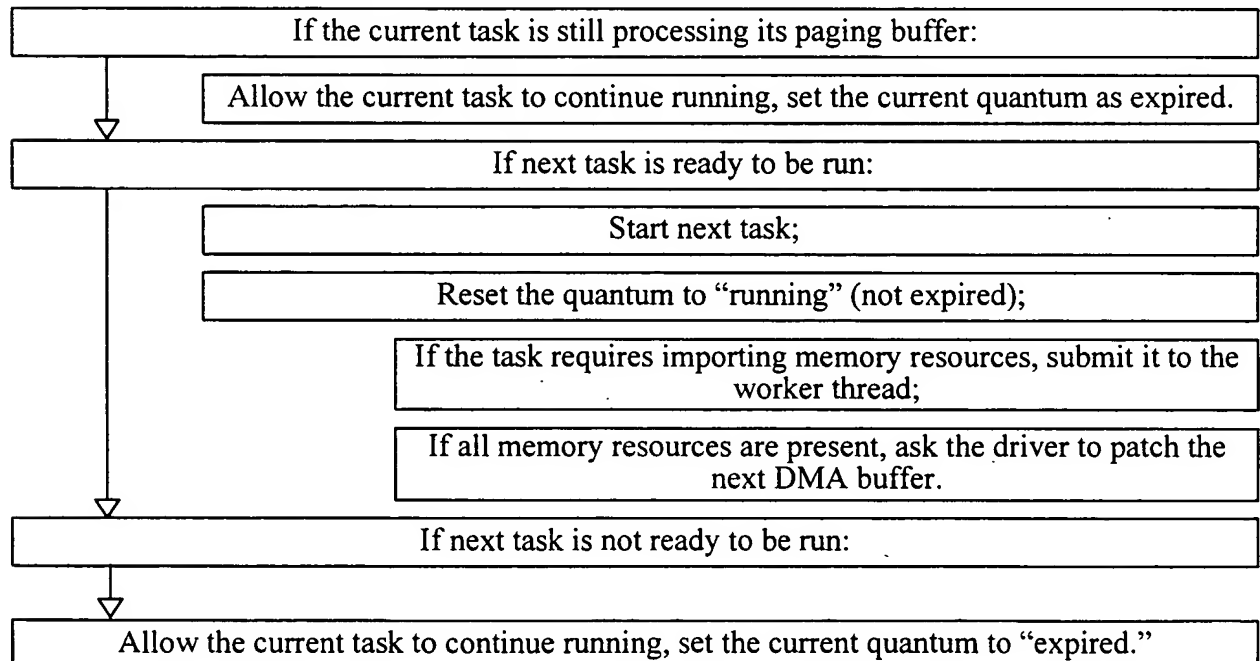


Fig. 6A

Exemplary algorithm

PROCESS C: Task finishes (irq device, any thread context)

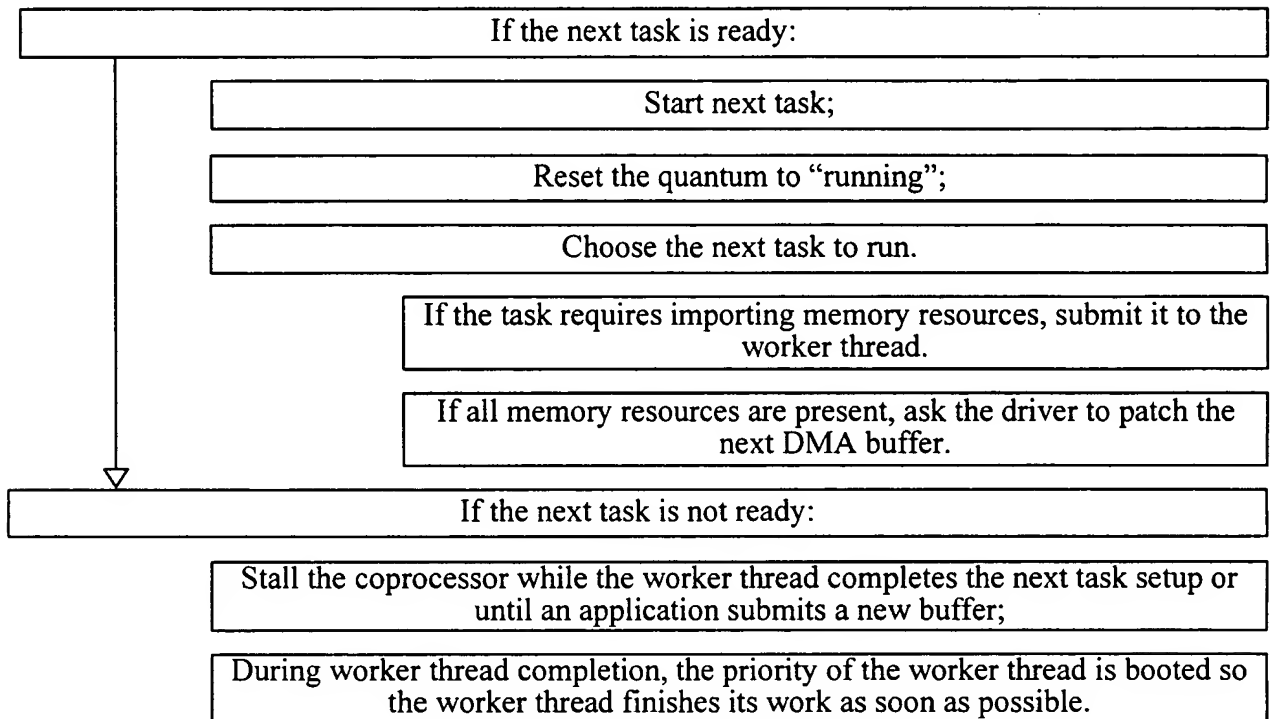
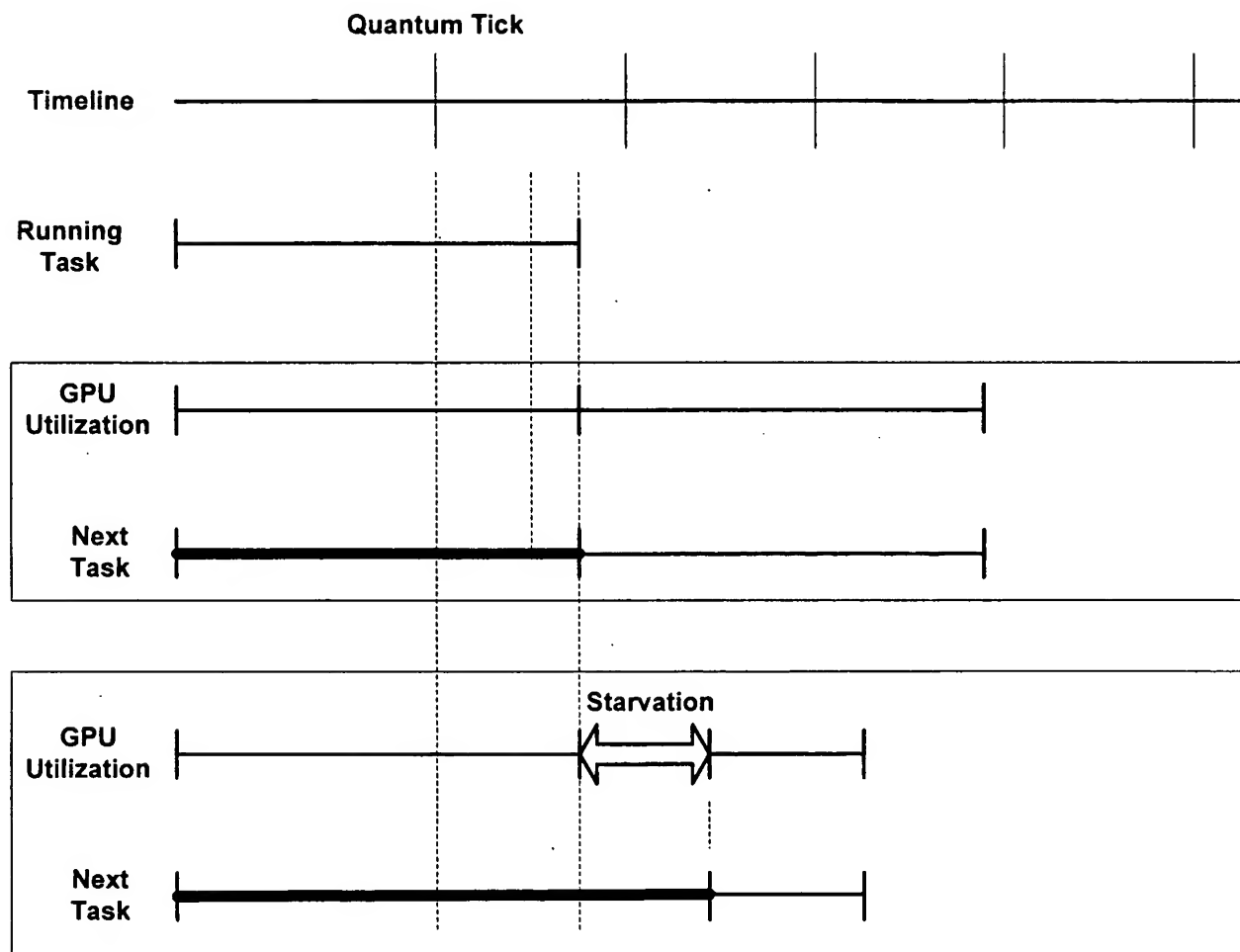


Fig. 6B

**Fig. 7**

Memory resource list		
Handle	ResourceId	Offset
S1	0	0
S2	1	0
S3	2	0
S4	3	0
S5	0	Offset0
S1	2	Offset0
NULL	0	Offset0
S6	2	Offset1
S7	3	Offset1
S4	3	Offset2

Legend

R = Render target

Z = Z-buffer

T0 = Texture in stage 0

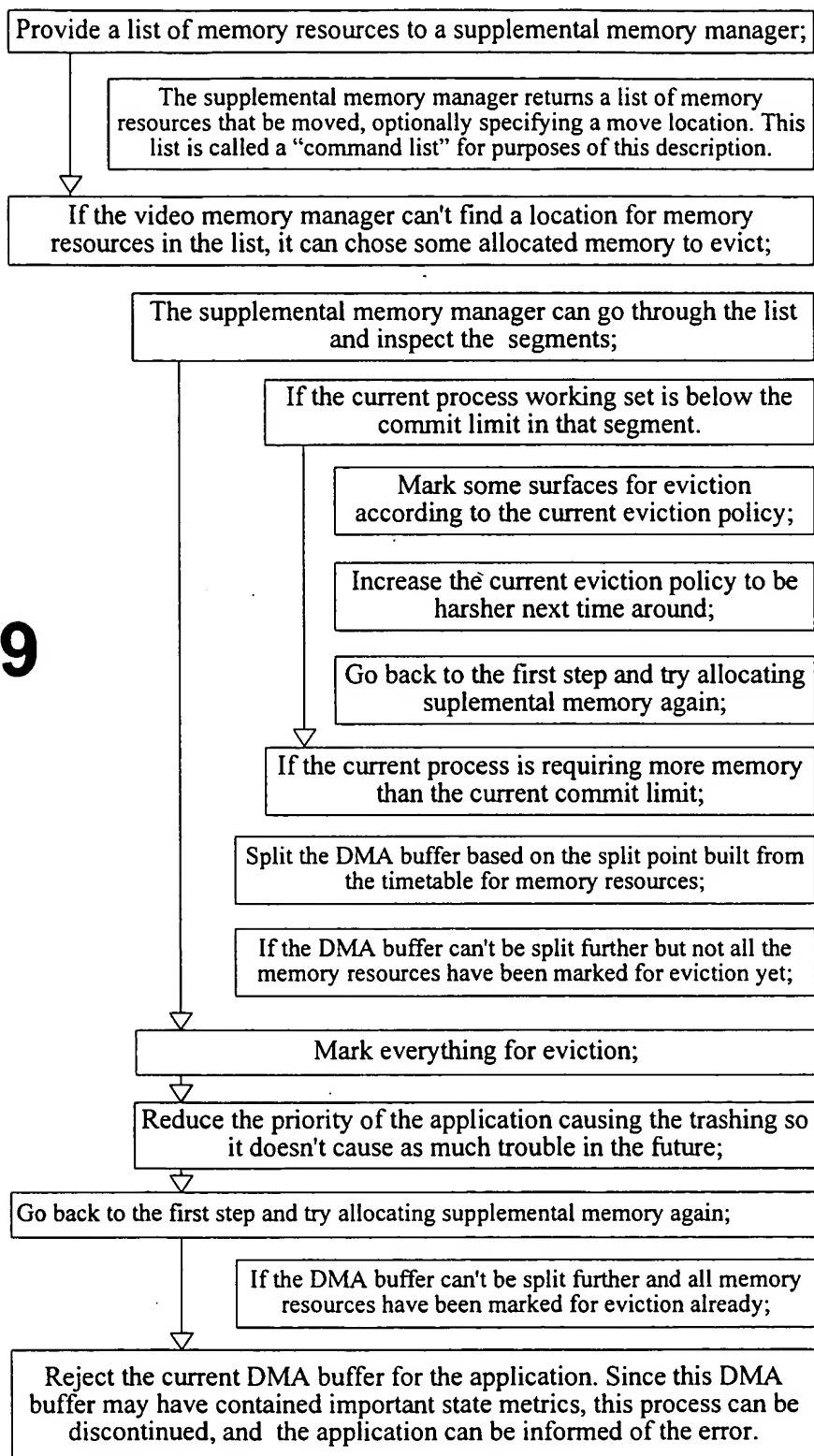
T1 = Texture in stage 1

S# = Memory resources #

Fig. 8

Exemplary algorithm

Fig. 9



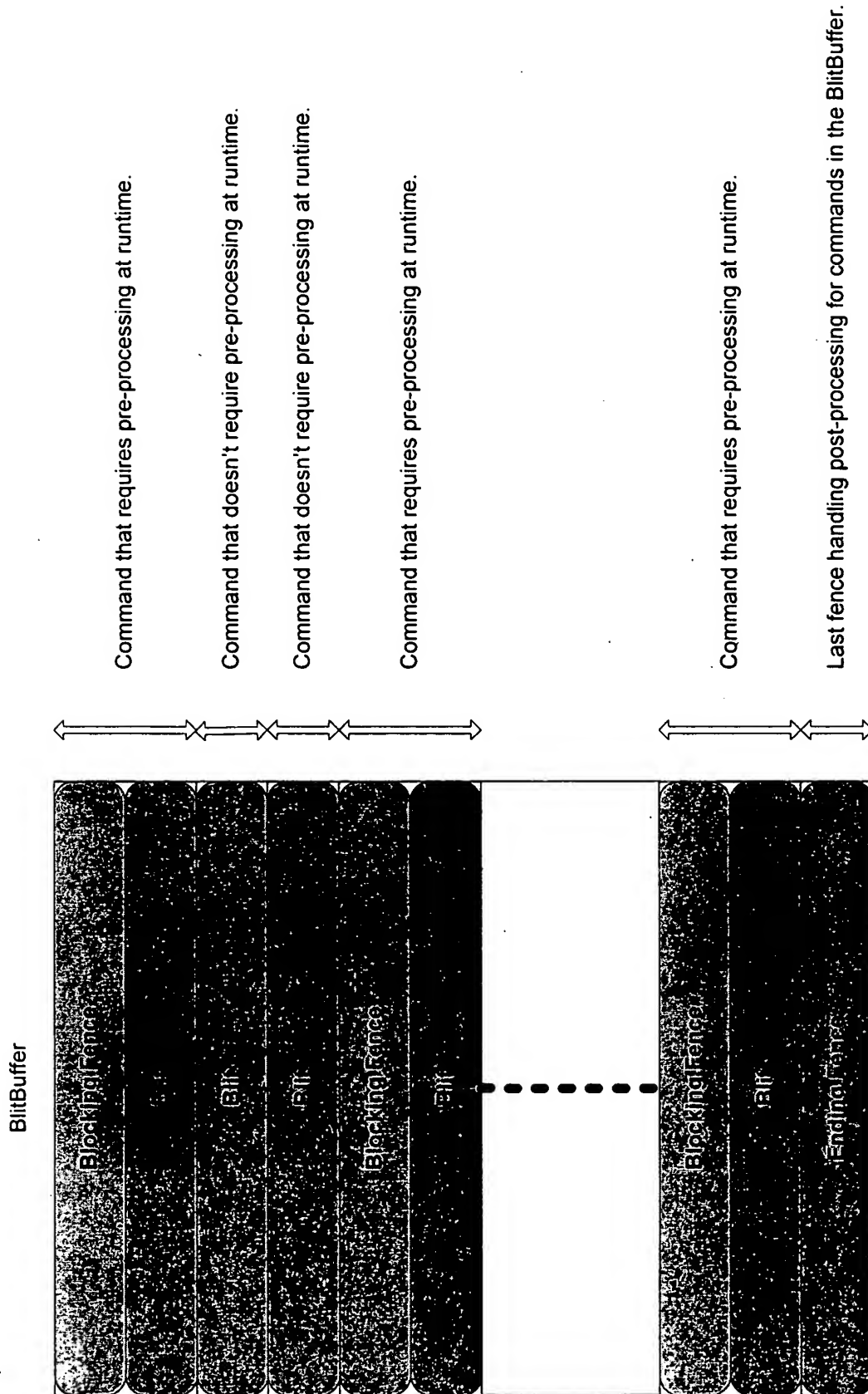


Fig. 10

Exemplary algorithm

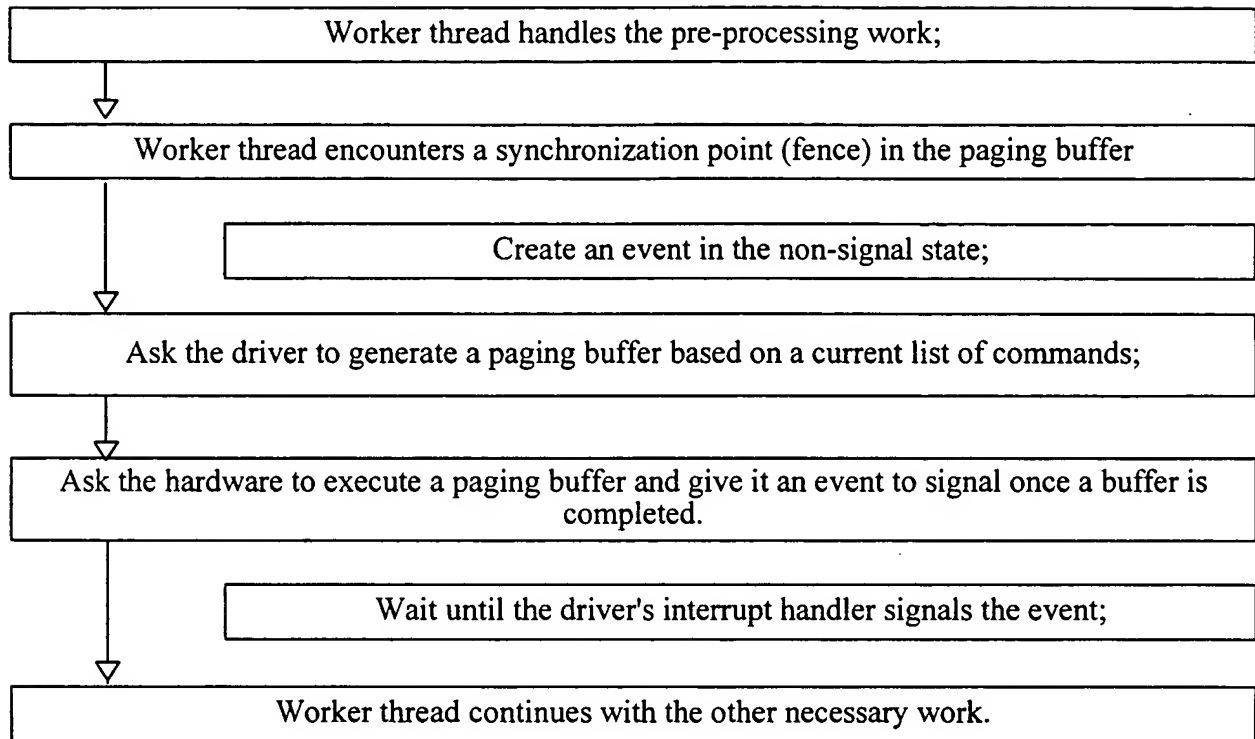


Fig. 11